

CITY OF EUREKA
CITY COUNCIL / EUREKA REDEVELOPMENT AGENCY
AGENDA

Adjourned Council/Agency Mtg.
Thursday, January 4, 2007
Closed Session - 6:00 p.m.
Regular Session - 6:30 p.m.
CITY COUNCIL CHAMBERS
CITY HALL - 531 "K" STREET
EUREKA

All persons in attendance at public meetings are requested to observe the following rules of civil debate:

1. We may disagree, but we will be respectful of one another.
2. All comments will be directed to the issue at hand.
3. Personal attacks are unacceptable.

ACCESSIBILITY NOTICE: The meeting room is wheelchair accessible. Accommodations and access to City meetings for people with other special needs must be requested of the City Clerk at 441-4175 in advance of the meeting. This agenda and other materials are available in alternative formats upon request.

ROLL CALL

CLOSED SESSION

D. CONFERENCE WITH LABOR NEGOTIATORS

Agency designated representatives: Susan Christie for City of Eureka
Employee organization: Eureka Police Officers Association (EPOA),
Eureka Firefighters' Local #652 (EFL)
Pursuant to California Government Code Section 54957.6

REGULAR SESSION – 6:30 P.M.

ROLL CALL

8. Vacancy in office of City Council – Ward 2.

- Recommendation:
1. Receive a report from Mayor Bass regarding the appointment process to fill the vacancy in the office of City Council – Ward 2.
 2. Approve the Mayor's appointment of Polly Davis Endert to fill the vacancy in the office of City Council – Ward 2.
(Mayor)

CITY MANAGER/EXECUTIVE DIRECTOR'S REPORTS

ADJOURNMENT

NOTE: If open session items cannot be completed by 10:00 p.m., the meeting will be continued to the adjourned regular meeting on the following Thursday, as noted above on the heading of this agenda.

If closed session items cannot be completed by 6:25 p.m., they will be continued at the conclusion of the regular agenda, provided there is time. If time does not allow then those closed session items will be continued to the adjourned regular meeting on the following Thursday, as noted above on the heading of this agenda.